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Throne of Ames

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THRONE OF AMES

BY EMERALD KLAUER

North of the Mall

If one must pass through this threshold, beware of the Mall Walkers. Wanderers heed the unexplored lands and frigid waters of the North. Once beyond the Mall, you will find nothing but desolate suburban streets.

Somerset

Much like High Garden, the wealthy and refined inhabitants of Somerset only make the trip to Campus for the most important of classes. We peasants may pass through to dine and soak in the residential beauty, but we must eventually return to our huts.

Schilleter & Univerzity Villas

Much like the Iron Islands, SUV is secluded, and unless you live there, you never go there.

The West Lands

Weary travelers headed to Campustown may take a wrong turn and end up at the taverns of the West Lands. Like in The Vale of Arryn, on dark nights one may run into roaming tribes of wild bros. They wander through the dark hills shouting their battle cry, "Where's the party at?"

Frederiksen Court

A place where the tuition paying youth of the realm congregate and hide behind walls in order to flee from the dangers of the world around them, and also, like at Casterly Rock, do weird sex stuff with the person across the hall from them.

Man Baij

Like Winterfell, it is a small outdated utopia struggling to maintain independence. Far from the corruption of Campustown, its taverns are left relatively unsundered by the revolting youth.

Cyclone's Keep & Campustown

The King's Landing of Ames, Campus is where the intellectuals plot and go about their privileged lives, only descending into Campustown to get drunk, throw riots and get laid. Only a thin wall of formality separates the great from the thirsty.

The Dakota Sea

The divider between worlds: the world of The Realm, and the world of Who Knows What Happens OverThere.

Western Desert

One may wander west of Campustown into this desert looking for an oasis of jungle juice and joints, only to find themselves stranded in a stranger's hut awaiting the next Cyride Caravan to rescue them.

Perfect Oasis

Many are tempted to cross the Dakota Sea to drink and be merry in this oasis of bowling and pizza, but, like the city of Qarth, one must not be fooled by the magic of this place, for we must all move on and study for tomorrow's exam.

Garrison of the Greeks

The Greek armies of Campus have a reputation for having power, whether using it for good or for party. When they put their heads together the Greeks can move mountains, and on the weekends, stumble drunkenly down them. Like Harrenhall, the edifices of Greekland hold great armies, but in the end they are only a pile of melted stone over dungeons of sexual misconduct.

The Towers

Travelers from the west will need to cross by these Towers to reach Campustown, but do not be deceived—much like The Twins of Westeros, if you mingle with the inhabitants you may have to pay the price...of taking five freshmen to the next party.